Small World of Warcraft

Philippe Keyaerts

Revenge of the Murlocs

For decades, they have been despised by all and taken advantage of. Bullied by both the Alliance and the Horde, enslaved by the Naga or forced out of their homelands by every other living race, the Murlocs have finally reached their breaking point. They have gathered their troops and are looking for one thing, and one thing only: revenge. Will you survive the giant, scaly wave that is about to submerge all of Azeroth?

With this new solo mode, you will play against a non-human opponent (the Murlocs) controlled by elegant rules and moved by you.

A mini expansion for solo play and 2-player games

SETTING UP THE GAME

1. Select a set of Game Boards for 2 players (1 large + 1 small).
2. The game ends after 9 rounds, so cover the 10th spot on the Game Turn track with an unused game token or coin as a reminder.
3. Pick 14 Murloc tokens. Leave the remaining Murloc token in the box: it will not be used during the first game.

Note: *You can raise the difficulty level by increasing the number of Murlocs you use, or lower it by decreasing them.*

4. Set up the game as usual, including the placement of Murloc tokens using some of the 14 you previously picked. Place the remaining tokens next to the board. Take five "1" Victory coins. The Murlocs begin without any Victory coins.
5. Place the Legendary Places/Artifacts markers following the usual rules. However, if you place a marker in a Region that already contains a Murloc token, immediately turn the marker faceup.

In this game mode, Murlocs are a Neutral Active Race for all purposes. However, they do not have any Racial Powers and will not take a Special Power badge.

GAME TURN

You play first. Your turn is played as usual with one exception: Murloc tokens must **never** be discarded. If they are removed from the board, put them next to it.

Once your turn is over, it is the Murlocs' turn:

- Leave one Murloc token in each Region they control (like a human player would do) and take in hand the rest of them, including those that were placed next to the board. Murlocs never abandon a Region at the beginning of their turn.
- Proceed with Murloc conquests with the following guidance:
  - They conquer Regions following the usual adjacency and cost rules and will do so until they run out of tokens.
  - They always conquer the Region with the lowest token cost. When several Regions have the same cost (which happens frequently), Murlocs always choose the Region that is worth the most Victory coins for you. In case of a tie, they give priority to a Region containing a Legendary Place or an Artifact. Should there still be a tie, they prioritize your Active Race. Should the tie remain, you make the final decision.
  - Murlocs use the Reinforcement Die following the normal rules. If the conquest did not succeed, the unused tokens are placed next to the board.
- Murlocs receive 1 Victory Coin per Region they occupy at turns end.
- Murlocs do not redeploy.

The Murlocs begin their turn. The Regions they could conquer with the lowest token cost are the Fields ❶ and the Forest ❷, both occupied by a single In Decline Dwarf token, or the empty Mountain ❸: they all cost 3 tokens. Murlocs prioritize the two Regions occupied by Dwarves as they are each worth 1 Victory coin for the player. There is nothing to break the tie so the player decides which one is conquered by Murlocs and chooses the Fields ❶.

As Murloc's next turn begins, the Regions they could first conquer are now the two Mountains occupied by In Decline Dwarves (❶ & ❷), the Mountain occupied by a single Blood Elf token ❸ and the Swamp defended by two Blood Elf tokens ❹: they all cost 4 tokens. Because of their racial trait (+1 Victory coin for each Magic Region they control), the Swamp is worth 2 Victory coins for the Blood Elves, making it the Murlocs highest priority. If this Region had been better protected, Murlocs would have conquered the Mountain ❸ Region, because they would have prioritized the player's Active Race over the In Decline one.

ENTERING IN DECLINE

You may put your Active Race In Decline following the normal rules, with one exception: at the beginning of the next round, before you choose a new Race and Special Power combo, roll the reinforcement die. Add 1 to the roll. The result (between 1 and 4) corresponds to a combo that you discard, starting from the top of the column: a blank side means you discard the first combo, a "1" side means you discard the second, etc. If the discarded combo contains Victory Coins, they are given to the Murlocs.

Replenish the column of combos as usual and choose a new combo.

Murlocs never enter In Decline.

END OF THE GAME

The games ends after 9 rounds. You win if you have a higher score than the Murlocs. In case of a tie, the Murlocs win.

If you won, the Murlocs will start your next game with 1 additional token. If you were defeated, the Murlocs will start with 1 less token.

Don't forget to record the results into the Solo Hall of Fame!

ADDITIONAL NOTES

- When the **Champion token** is on the boards, the Region it is located in is considered worth 2 additional Victory coins for you (for priority calculation purposes only) when Murlocs choose their next Region to conquer. Follow the usual rules if the Champion is captured.
- Murlocs **never lose** (nor win) Race tokens. You may use the Forsaken racial trait after conquering a Murloc-occupied Region, but the lost Murloc tokens are still not discarded: they must be placed next to the board as usual.
- **Legendary Places & Artifacts**. Murlocs do not move Artifacts. They only benefit from passive powers of the following Legendary Places and Artifacts: Aegis of Aggramar, Heart of Azeroth and every Legendary Place except Battleground and Spirit Healer.

To compensate for this, Murlocs collect 1 bonus Victory coin for each Legendary Place and Artifact they control with a power they are unable to use.

- When **playing with Pandaren**, you follow the usual rules and give a Harmony token to Murlocs if you did not attack them during your turn. Murlocs' priorities are the same no matter if they own a Harmony token or not. Following the usual rules, if Murlocs attack a Pandaren Region they first give you 2 Victory coins and return the Harmony token.
- When using the **Intimidating Special Power**, do not discard Murloc tokens. Instead, move them into new regions like you would for any other Race.
- If you need to **raise the game difficulty** over 15, there are not enough Murloc tokens. Add tokens from an unused Race instead.

2-PLAYER VARIANT

You can also play the Revenge of the Murlocs with 3 opponents: 2 human players and the Murlocs. In this variant, everyone fights for themselves and players win the game individually.

The rules are the same as for solo play, with the following exceptions:

- Setup: pick a board configuration for 3 players (1 large + 1 medium + 1 small)
- The game lasts 8 rounds (cover the 9th and 10th spot on the Game Turn track with an unused game token or coin as a reminder)

The player who most recently walked by a seaside or a lake is the first player.

- Each human player alternately controls the Murlocs every turn (use any object as a Control Marker to keep track of who is in charge of playing the Murlocs).
  - For the first round, the second human player takes the Control Marker and moves the Murlocs
  - The player with the Control Marker always plays the Murlocs' turn after they play their own (following the same rules as for a solo game)
  - For their conquests, the Murlocs choose a Region following the solo rules, except that Races (both Active and In Decline) of the player with the Control Marker are immune to their attacks
  - After the 2 human players and the Murlocs have all played, the Control Marker goes to the other human player
- If the Murlocs win, they will start the next game with 1 token less. If they finish 3rd, they will start the next game with 1 additional token

Don't forget to record the results into the 2-player Hall of Fame!

HALL OF FAME SOLO

Indicate the date, your name, the number of Murlocs' tokens, the Races played, your final score and Murlocs' final score, then circle the winner.

Date	Name	Murlocs' tokens	Races	Your score	Murlocs' score

Date	Name	Murlocs' tokens	Races	Your score	Murlocs' score

HALL OF FAME 2 PLAYERS

Indicate the date, your names, the number of Murlocs' tokens, the Races you played, your final score and Murlocs' final score, then circle the winner.

Date	Name	Murlocs' tokens	Races	Your scores	Murlocs' score

Date	Name	Murlocs' tokens	Races	Your scores	Murlocs' score

Credits

Game Design
Philippe Keyaerts

Illustrations
Miguel Coimbra

Editing: Jesse Rasmussen

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